The embodiments of the invention in which an exclusive property or privilege is claimed are defined as follows:

1. A computer system for deploying a software build from a plurality of software builds onto a target computer, the system comprising:

a build master that, in response to a request from a target computer for a software build:

identifies a build server storing the software build; and

returns request data for obtaining the software build from the identified build server to the target computer; and

a plurality of build servers, wherein each build server stores one of a plurality of software builds, and wherein each build server, in response to receiving a request with the request data for the software build stored by the build server from the target computer, returns the software build to the target computer.

2. The system of Claim 1, wherein the build master further:

authenticates the request to determine whether it is an authorized request; and

returns the request data to the target computer only if the request is an authorized request.

3. The system of Claim 2, wherein the request data includes address information of the build server for requesting the software build.

4. The system of Claim 3, wherein the build server further:

authenticates the request according to the request data to determine whether request is an authorized request; and

returns the software build to the target computer only if the request is an authorized request.

5. The system of Claim 4, wherein the request data includes authentication information generated by the build master upon the build master determining that the request is an authorized request; and

wherein the build server authenticates the request according to the authentication information in the request data.

6. The system of Claim 1 further comprising a local build master that:

receives the request for the software build from the target computer;

determines whether the software build is already locally cached to the local build master; and

if the software build is already locally cached, returns the software build to the target computer; otherwise

forwards the request to the build master.

7. The system of Claim 6, wherein the local build master further:

receives the request data from the build master;

forwards the request for the software build with the request data to the identified build master;

receives and caches the software build from the build master; and

forwards the software build to the target computer.

8. A method for deploying a software build from a plurality of software builds to a target computer, comprising:

submitting a first request for a software build from the target computer to a build master;

responding to the first request by generating request data including information identifying a build server that stores the software build, and sending the request data to the target computer;

upon receiving the request data, submitting a second request with the request data to the identified build server for the software build; and

responding to the second request by sending the software build to the target computer.

9. The method of Claim 8, wherein responding to the first request further comprises authenticating the first request to determine if it is an authorized request, and identifying the build server and sending the request data only if the first request is an authorized request.

10. The method of Claim 9, wherein the request data includes address information of the build server for requesting the software build.

11. The method of Claim 10, wherein responding to the second request further comprises authenticating the second request according to the request data to determine if the second request is an authorized request, and sending the software build to the target computer only if the second request is an authorized request.

12. The method of Claim 11, wherein the request data includes authentication information generated when it was determined if the first request was an authorized request.

13. The method of Claim 8, wherein submitting the first request for the software build from the target computer to the build master comprises:

submitting the first request to a local build master;

determining whether the software build is locally cached to the local build master; and

if the software build is locally cached, sending the software build to the target computer from the local cache; otherwise

submitting the first request from the local build master to the build master.

14. The method of Claim 13, wherein submitting a second request with the request data to the identified build server for the software build comprises submitting the second request to the build server via the local build master.

15. The method of Claim 14, wherein sending the software build to the target computer comprises sending the software build to the target computer via the local build master.

16. The method of Claim 15 further comprising locally caching the software build to the local build master.

17. A computer-readable medium having computer-readable instructions which, when executed, carry out the method comprising:

submitting a first request for a software build from the target computer to a build master;

responding to the first request by generating request data including information identifying a build server that stores the software build, and sending the request data to the target computer;

upon receiving the request data, submitting a second request with the request data to the identified build server for the software build; and

responding to the second request by sending the software build to the target computer.

18. The method of the Claim 17, wherein responding to the first request further comprises authenticating the first request to determine if it is an authorized request, and identifying the build server and sending the request data only if the first request is an authorized request.

19. The method of Claim 18, wherein the request data includes address information of the build server for requesting the software build.

20. The method of Claim 19, wherein responding to the second request further comprises authenticating the second request according to the request data to determine if the second request is an authorized request, and sending the software build to the target computer only if the second request is an authorized request.

21. The method of Claim 20, wherein the request data includes authentication information generated when it was determined that the first request was an authorized request.

22. The method of Claim 17, wherein submitting the first request for the software build from the target computer to the build master comprises:

submitting the first request to a local build master;

determining whether the software build is locally cached to the local build master; and

if the software build is locally cached, sending the software build to the target computer from the local cache; otherwise

submitting the first request from the local build master to the build master.

23. The method of Claim 23, wherein submitting a second request with the request data to the identified build server for the software build comprises submitting the second request to the build server via the local build master.

24. The method of Claim 23, wherein sending the software build to the target computer comprises sending the software build to the target computer via the local build master.

25. The method of Claim 24 further comprising locally caching the software build to the local build master.